West Marches  
GDD

Overview

Product Details

* Players
  + Single Player
* Genre
  + Top Down (RTS View), Fantasy RPG
* Platform
  + PC
* Outlets
  + Steam, Epic, Origin

Summary

Casual RPG, you manage a guild and hire out adventurers to go out on quests and bring in great treasures and items while leveling up the tavern.

Pillars

* Casualness
  + Focusing on the casual aspect, easy to learn and play.
* Adventurous
  + Many quests with narrative that details the adventures.

Unique Selling Points

* Easy to learn and to play with minimal tutorials or hand holding texts
* Fun and simple mechanics to get the players into a flow

Target Market

The aim of the game is to make RPG’s more accessible to a casual market for fast and short sessions for those time poor but have enjoyed RPGs in the past or can start getting into them for the first time.

* Casual Players
* Lovers of RPG
* Time Poor

Mechanics

* Tag based
* Quest
* Item
* Leveling
* Character Customization (renaming, changing avatar art)

Controls

* WASD and Left/Middle mouse button to pan around the world.
* Left Mouse Click to choose, drop items, quests and adventurers.
* Right click to deselect.

Key Characters

* The Tavern: it is the base of your adventuring parties that you hire
* The Adventurers: Each have their own attributes
* The Princess: Tutorial
* Rivien De’Steelè: The starting adventurer for tutorial
* System character: Guide

Factions

* The Many denizens of this world, including Skeletons, Dragons, Raiders, etc…

Player Progression

The game West Marches players progression is displayed and shown through a leveling up system, also through the journal of how your parties have progressed (whether they have succeeded, or failed at their quests)

Quest Design

While there is one world shown, they levels are shown through progression of time by displaying new quests in different areas as time progresses, the quests vary in types of encounters.

The core game is a puzzle, by trying to find the right balance of adventurers with the right attributes to help succeed with the best possible outcome with what you have available in terms of people you recruited and the items you have gained

Themes and Story

At the core, you manage a guild and send out adventurers to quests for glory, fame and more importantly, riches!

The Story  
There is a princess involved and a starting adventurer that sets the tone through the tutorial, after that, it is all up to the player.